

Stage 1 --- CAUGHT IN THE OPEN

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Shooter will be standing at P1, gun loded to division capacity and holstered. Hands will be at shooters side.

SCENARIO:

Shoot all the bad guys.

PROCEDURE:

At the buzzer, shooter will engage T1-T3 from P1. Then move to P2, engage T4 - T5 then move to P3 and engage T6 - T7.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

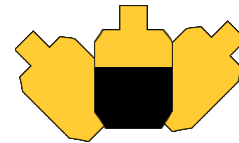
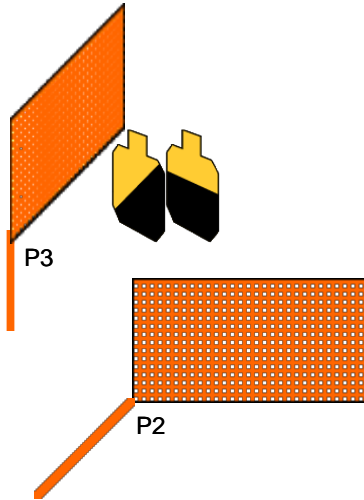
DISTANCE: 3 yds to 12 yds

SCORED HITS: Best 2 hits on paper.

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: Watch shooters finger and muzzle while moving.



P1

Stage 2 --- Alley-way

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1, gun downloaded to 6 rounds. Shooters hands at side.

SCENARIO:

Shoot bad guys.

PROCEDURE:

Start at P-1 downloaded to 6 in the gun.

At the buzzer, engage targets T-1 through T-4 from P-1

Retreat to P-2, engage targets T-5 through T-6.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

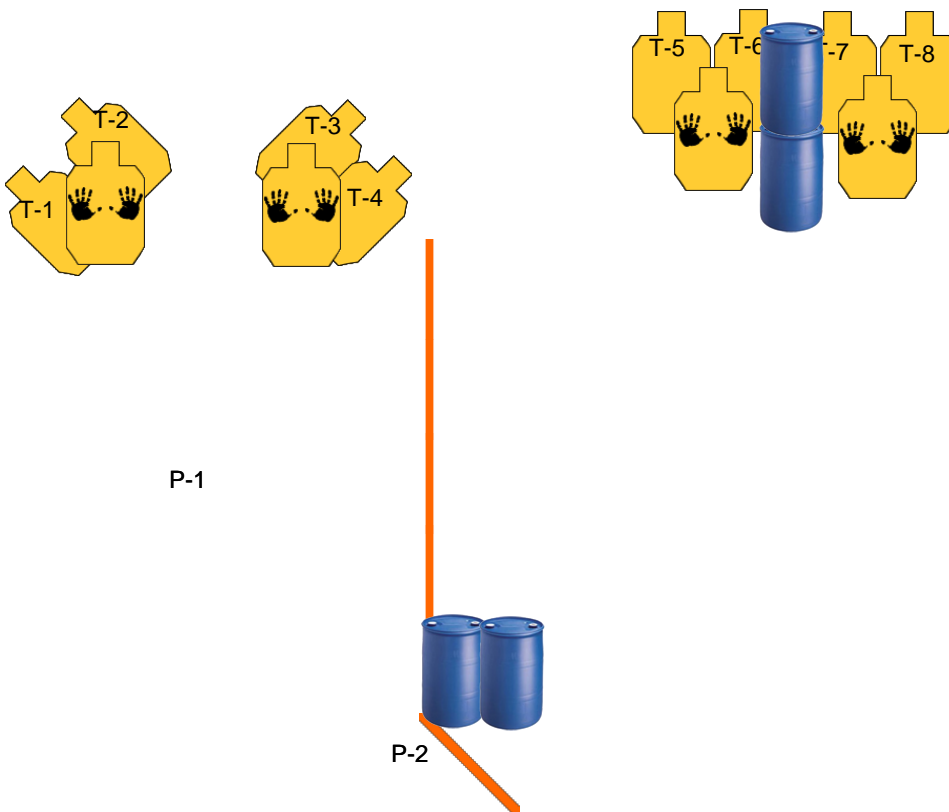
DISTANCE: 7 yds to 15 yds.

SCORED HITS: Best 2 hits on paper

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: Watch shooters finger and muzzle while moving.



Stage 3 --- Defend the Office

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1, gun loaded to division capacity and hands at side.

SCENARIO:

Shoot all the bad guys in your office.

PROCEDURE:

At the buzzer, at P1 engage T1 then move to P2 and engage T2 - T3. Then move to P3 and engage T4 and then to P4 and engage T5 and T6.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

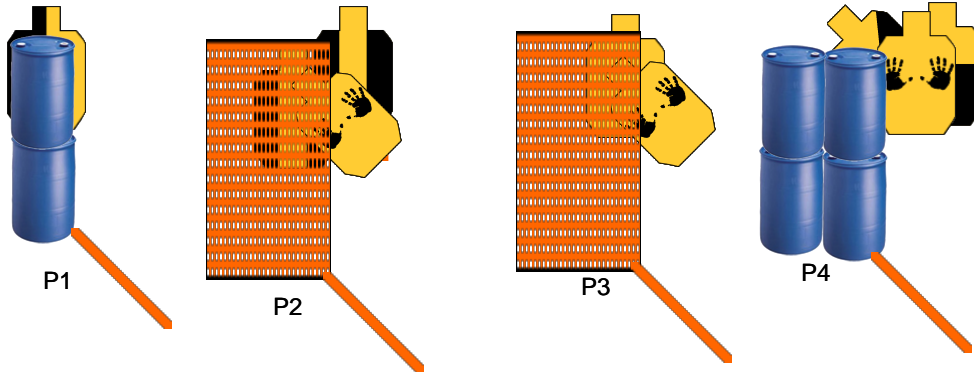
DISTANCE: 3 yds to 5 yds

SCORED HITS: Best 1 hit on head and 1 hit on body.

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: Watch shooters finger and muzzle while moving.



Stage 4 --- Special Delivery

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Shooter will start at P1, gun loaded to division capacity and holding a package.

SCENARIO:

Shoot all the bad guys.

PROCEDURE:

At the buzzer, drop the package and engage T1, then move to P2 and engage T2.

Then move to P3 and engage T3 - T5.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 05

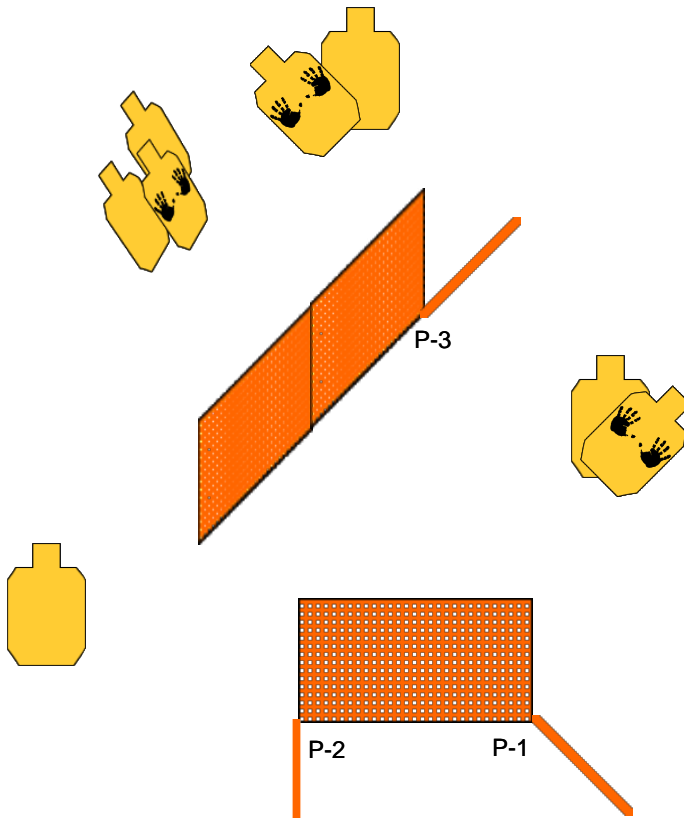
DISTANCE: 5 yds to 10 yds

SCORED HITS: Best 1 hit on head and 2 hits on body

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: Watch shooters finger and muzzle when moving.



Stage 5 --- Mall Nightmare

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1, gun loaded to division capacity, with your hands in the surrender position (above your shoulders).

SCENARIO:

You are in a mall that is getting overrun by terrorists. Get to safety.

PROCEDURE:

At the buzzer, draw and engage T1- T2 from retention (max extension is elbow against your side.) Then retreat to P2 and engage T3 -T4. Then move to P3 and through the window engage T5 - T7. Then move to P4 and engage T8 - T9.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 1 yd to yards

SCORED HITS: Best 2 hits on the paper

PENALTIES: Current IDPA Rulebook

CONCEALMENT: Yes

NOTES: Watch shooters finger and muzzle when moving.

